

**The Action is Simulated—
The Excitement is REAL!!**

MICRO PROSE™
SIMULATION • SOFTWARE

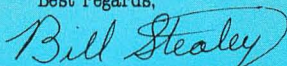
MICROPROSE ON THE MOVE

MicroProse Software specializes in bringing you exciting, fun and challenging software simulations that stimulate, teach and provide you the opportunity to make real life judgments and decisions in outstanding software simulation.

Whether it's piloting a 1930 mail plane through the mountains of Colorado in SOLO FLIGHT, breaking the sound barrier with F-15 STRIKE EAGLE, or commanding all the allied forces of Europe during World War II with CRUSADE IN EUROPE, you know that you can always get long lasting entertainment and fun from MicroProse simulations.

We at MicroProse believe in value software. That's software at a good price that brings you hundreds of hours of entertainment . . . that's value. And that's what we intend to continue to bring you with these and all our new releases. We hope you enjoy these simulations from MicroProse as much as we enjoyed developing them for you, and we look forward to a long and mutually beneficial relationship between you and MicroProse. Good luck and have fun!

Best regards,



Wild Bill Stealey, President

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MicroProse Software, Inc. and Cessna Aircraft Company have teamed up to bring you the Great American LEARN TO FLY A REAL AIRPLANE Contest. This is a real opportunity not only to add outstanding simulation software to your software library, but also to get the opportunity to go to your local airport and take your first flying lesson for only \$20, compliments of MicroProse and Cessna. Not only can you take the boarding pass that comes in every box of MicroProse's flight simulation products (SOLO FLIGHT, F-15 STRIKE EAGLE, KENNEDY APPROACH and ACROJET) to your local airport and receive up to \$30 off the retail price of your first flight lesson. You can also win great prizes, including a pilot's training course that could qualify you for your own pilot's license — FREE from MicroProse and Cessna. Other prizes include three FREE introductory flight training packages that could qualify you to solo your own Cessna 152 training aircraft and ten FREE "Discovery Flights" from MicroProse and Cessna.

Cessna Pilot Centers have trained more pilots than any other corporation or flight training outfit in the world. Cessna has the knowledge, experience and aircraft to provide the best training anywhere. Now you can participate in this wonderful flight training experience through the MicroProse/Cessna LEARN TO FLY A REAL AIRPLANE Contest.

Get your MicroProse flight simulator today, learn something about flying through MicroProse's outstanding flight simulation software, and then head off to your local Cessna pilot training center for the adventure of your life. A whole new world is waiting for you!



BEST SELLER!

F-15 STRIKE EAGLE

Design and Atari Version by Sid Meier

C-64—Grant Irani

Apple—Jim Synoski

IBM PC/PC Jr.—Randall Masteller

Macintosh—Grant Irani

CHALLENGING AND EXCITING AIR COMBAT FROM A MODERN ELECTRONIC COCKPIT!!

The *F-15 STRIKE EAGLE*, one of the world's most sophisticated fighters, costs the Air Force more than \$20,000,000.00 each. Now you too can strap into your ejection seat and prove how good you really are in exciting modern jet fighter combat. Fly combat missions, engage enemy aircraft, and destroy enemy ground targets from historic missions over Southeast Asia to today's defense of the strategic oil routes through the Straits of Hormuz.

F-15 STRIKE EAGLE is the most sophisticated jet flying simulation on the market today, and has been recognized as "The Best Seller for 1985". Designed with the help of real fighter pilots and improved continuously, *F-15 STRIKE EAGLE* brings you all the thrill and excitement of being there in your own high performance fighter. *F-15 STRIKE EAGLE* is a classic that should be in everyone's simulation software library!

GREAT REVIEWS!

RUN

"The *F-15 Strike Eagle* is not an arcade game, but, rather, one of the most realistic combat flight simulators I've ever seen. If you're looking for a chance to experience some high adventure and danger in a realistic and challenging format, *F-15 Strike Eagle* is for you."

Peter Paplaskas

USA TODAY

"... this is more than the right stuff. Once you've gotten used to flying these banks it will be hard to go back to just cruising from LaGuardia to Logan. *F-15* is definitely the only way to fly."

Marc Randolph

ANALOG

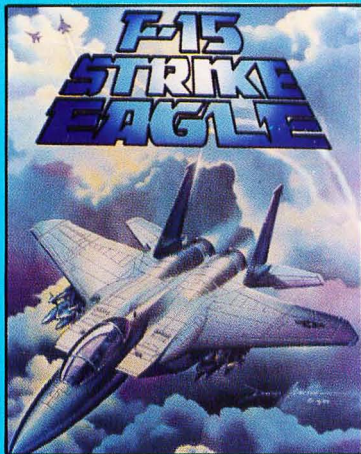
"Don't wait. RUN down to your local software merchant and buy a copy of *F-15 STRIKE EAGLE* today. Tomorrow may be too late!"

Patrick J. Kelley

CREATIVE COMPUTING

"*F-15 STRIKE EAGLE*... the overall effect is a fantastic flight simulator. If you want to experience air-to-air combat without putting your hide on the line, pick up *F-15 STRIKE EAGLE*. We recommend it highly."

Russ S. Lockwood



- Air Combat in your High Performance Fighter Aircraft
- Available for C-64, Apple II Family, Atari, IBM PC/PC Jr. and Macintosh
- Joystick and keyboard controlled (IBM can be keyboard only)
- Suggested retail price — \$34.95 (Macintosh — \$39.95)

NEW VERSION! NOW WITH SOFTWARE SPEECH!!

SOLO FLIGHT

Design and Atari Version by Sid Meier

C-64, Macintosh—Grant Irani

New Version C-64—John Kutcher

Apple—Andy Hollis

IBM PC/PC Jr.—Randall Masteller

ALL THE FLYING CHALLENGE YOU CAN HANDLE!

Grab your joystick and take off with this user friendly flight simulator that's been called "The Best Flight Simulator Available for any Microcomputer".

This brand NEW version of *SOLO FLIGHT* includes the outstanding instructor pilot option now enhanced with software speech (for Commodore only), new maps (including water approaches) and a brand new cockpit arrangement that provides new and better instrument and visual flying simulation.

SOLO FLIGHT includes outstanding 3-Dimensional graphics, full cockpit instrumentation, dual VOR's, 21 different airports, landing scoring and real life challenges from weather, instrument and mechanical emergencies.

SOLO FLIGHT is an outstanding, fun, and learning simulation that allows pilots of all ages to experience the thrill and fun of primary flight training.

According to one reviewer, "*SOLO FLIGHT* is the only way to fly!". Get yours today and you will be up and flying and having fun almost as quick as you can plug in your joystick. Good flying to you!

GREAT REVIEWS!

CREATIVE COMPUTING

"Solo Flight ... is a flight simulator designed with fun in mind ... it is easier to fly than Sublogic's Flight Simulator and ... it is more fun to play." John Anderson

COMPUTE'S GAZETTE

"The word that best describes Solo Flight is Fun ... it's (for those who) don't wish to spend a lot of time reading, but would rather be flying." David Florence

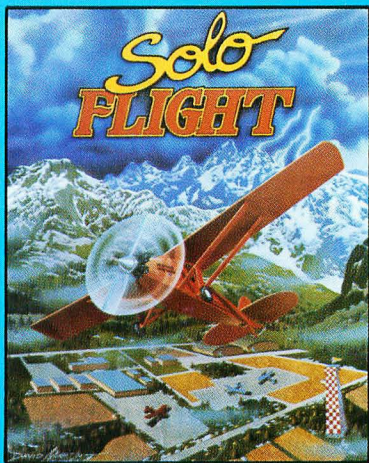
BUMPAS REVIEWS

"Solo Flight is the BEST flight simulator I've seen for any microcomputer. And I include the Microsoft simulator for the IBM-PC ... it will be tough to top this one!"

Jim Bumpas



- A Primary Flight Trainer
- Available for C-64, Apple II Family, Atari, IBM PC/PC Jr. and Macintosh
- Joystick and keyboard controlled (IBM can use keyboard only)
- Suggested retail price — \$34.95 (Macintosh — \$39.95)



JUST RELEASED!

GUNSHIP

Design and C-64 Version by Andy Hollis

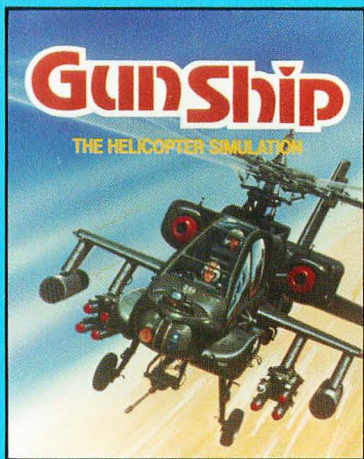
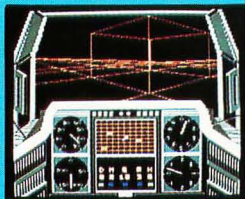
DARING ATTACK HELICOPTER ACTION IN THE AH-64 APACHE GUNSHIP!!

Attack Helicopters — the high-tech cavalry of today's modern Army!! Now you can experience the thrill, excitement and danger of attack helicopter flying in an accurate simulation of the AH-64 Apache Helicopter Gunship. *GUNSHIP*, developed by the same software team that brought you *F-15 STRIKE EAGLE*, puts you right in the cockpit of the AH-64, with all the sophisticated flight controls, instrumentation and weapon systems provided to real AH-64 pilots.

Experience the excitement of realistic attack helicopter flying and maneuverability in multiple real life missions. *GUNSHIP* puts you in the helicopter pilot's seat and features multiple weapon and navigation systems, an outstanding joystick flying system, and revolutionary new 3-dimensional graphics that enable the helicopter pilot to maneuver among and between multiple buildings and terrain environments with the fantastic effect of high speed flight.

You must use real helicopter flying skills, the integrated helmet targeting system (IHTS), the gun tracking modes and your air-to-air missiles as you embark on one of seven different missions, including anti-tank sorties, rescue missions, and covert (black) operations in an exciting adventure into the world of modern attack helicopters. Developed with the guidance of real attack helicopter pilots, this exciting new program will require all your skill and cunning to accomplish your mission and make it back safely to your home base!

Grab your helmet and climb aboard!
You've got what it takes, Apache Leader!!.



- THE Helicopter Simulation
- Available in C-64, Atari and Apple II Family
- Joystick and keyboard controlled
- Suggested retail price — \$34.95

JUST RELEASED!!

SILENT SERVICE

Design and C-64 Version by Sid Meier

Atari—Randall Masteller

Apple—Jim Synoski

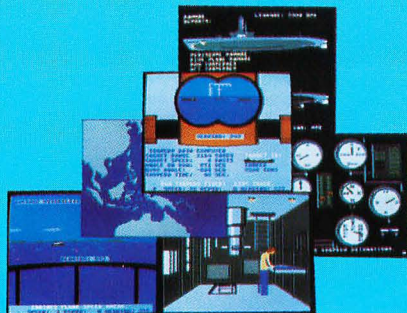
EXCITING WORLD WAR II SUBMARINE ACTION IN THE SOUTH PACIFIC!!

SILENT SERVICE, The Submarine Simulation, brings exciting action, great strategy, detailed graphics and an ultra-realistic simulation of World War II submarine combat in the Pacific as you experience all the thrill and danger of captaining your own World War II U.S. submarine in the South Pacific.

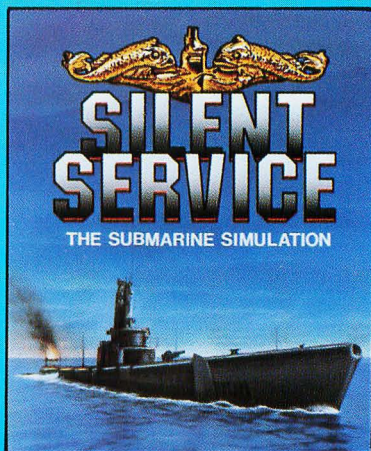
SILENT SERVICE outstanding features include: all the critical battle stations — engine room, conning tower and ship's bridge; challenging and realistic combat versus single ships and heavily escorted convoys; and an infinite variety of situations using complete maps and charts of the entire Southwest Pacific and a sophisticated and realistic attack plotting system.

SILENT SERVICE is the most detailed and realistic submarine simulation available for home computers. Player selected "reality levels" allow the player to customize complexity, and automatic time scaling insures that actions and decisions are constantly required. *SILENT SERVICE* provides a wide selection of historical scenarios from individual attacks to multipatrol missions that bring challenge and fun to both the first time player and experienced submarine veteran.

Will you, as submarine captain, select a quiet patrol sector in the Marianas Islands, or choose the dangerous waters off the coast of Japan? Is a submerged daylight periscope attack best, or do you charge in on the surface at night using only radar bearings to guide you? Do you fire a spread of your precious torpedoes, or can you close the range and pick off the enemy with a single torpedo shot!



- THE Submarine Simulation
- Available for C-64, Apple II Family, Atari and IBM
- Joystick and keyboard controlled
- Suggested retail price — \$34.95



NEW PRODUCT!

KENNEDY APPROACH

Design and C-64 by Andy Hollis

Atari—Edward N. Hill, Jr.

EXCITING SPEECH AND GRAPHIC AIR TRAFFIC CONTROL ACTION!

SEE, FEEL, and HEAR all the action! You are the Air Traffic Controller in this challenging, real life simulation. You control the action in the skies of our busiest airports; twenty different aircraft could be calling you at the same time; many vying for the same runway! You will hear their radio calls and your broadcast messages in high quality speech right from your computer. This simulation is immediately playable and enjoyable. The safety of hundreds of passengers is in your hands as you guide jet airliners, private planes, even the supersonic "Concorde" to their destinations in intricate three dimensional flight patterns. Are you ready to take control? . . . It's your shift!

GREAT REVIEWS!

COMPUTER ENTERTAINMENT

KENNEDY APPROACH is a well-designed simulation that seems to mirror its real-life counterpart right down to the difficulty and job satisfaction. Those of you who don't see anything exciting about staying in the tower just haven't been there yet!

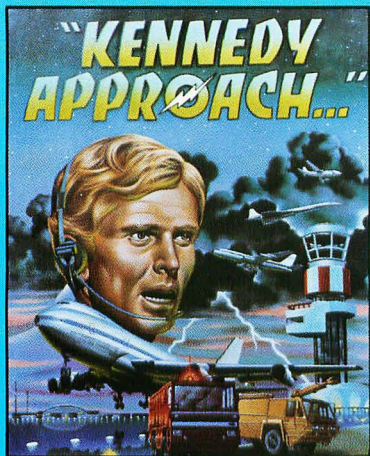
Louise Kohl

SEATTLE POST-INTELLIGENCER

"I rate Commodore-64 KENNEDY APPROACH a 9.5 and I would highly recommend it to all players. This game is intense, highly educational, totally non-aggressive and a load of fun to play." Randall Dodd

POWER PLAY

"What it all adds up to is engrossing, captivating, intense and frenetic fun. . . . This is Commodore simulation par excellence." Jack Kammer



- Speaking Air Traffic Control Simulation
- Available for C-64, Atari, Apple II Family and IBM PC/PC Jr.
- Joystick and keyboard controlled
- Suggested retail price — \$34.95

JUST RELEASED!!

ACROJET

Design and C-64 Version by William F. Denman, Jr.

THRILLING DECATHLON OF AEROBATIC EVENTS IN YOUR OWN PERSONAL JET!!

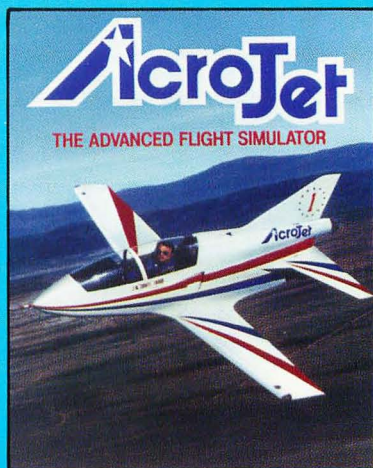
Tighten down your safety harness . . . kick the tires and light the fires! You are in for the thrill of a lifetime in *ACROJET*, your own personal jet! *ACROJET* simulates the BD5-J, a one-man, 200 mile an hour plus, jet aircraft that is fully acrobatic and everything a real pilot could want or handle! With *ACROJET* you will experience a new level of excitement and sophistication in flight simulation. *ACROJET* pilots can participate in the Decathlon of Sports Aviation events, including spot landings, ribbon cuts, aerobatics and other high performance maneuvers.

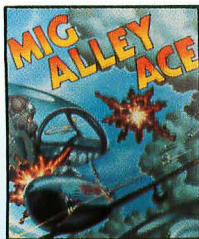
ACROJET features outstanding 3-dimensional graphics, sophisticated instrumentation, including the outstanding quick response aerobatic maneuverability that can only come from a personal jet! *ACROJET* builds upon the fine tradition of MicroProse's best selling Primary Flight Training Simulator, *SOLO FLIGHT*, and uses the unique "in the slot" 3-dimensional flying perspective to allow those pilots who have soloed in *SOLO FLIGHT* to experience the thrill of jet acrobatic flying! The outstanding maneuverability of *ACROJET* and its lightning fast joystick response enable both novice and experienced sport aviation pilots to accomplish even the most difficult of sport aviation's competitive maneuvers, including the death defying inverted ribbon cut. Best of all, one to four players can compete in their own Decathlon of Sport Aviation events for the title of the World's Greatest Sport Pilot, WGSP.

ACROJET is an exciting and thrilling advanced flight simulator that will challenge even the most experienced armchair aviators and provide a thrill and excitement unknown in home computer simulations!!



- THE Advanced Flight Simulator
- Available for C-64 and Apple II Family
- Joystick and keyboard controlled
- Suggested retail price — \$34.95





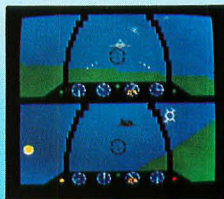
NOMINATED-ELECTRONIC GAMES
"Best Multiplayer Game" of Year

MIG ALLEY ACE

Atari and C-64—Andy Hollis

THRILLING, HEAD-TO-HEAD, SABRE JET AERIAL DOG FIGHTING!!

Go One on One in realistic jet fighter air-to-air combat with **MIG ALLEY ACE!!** Each player uses great out the cockpit 3-D graphics to maneuver to shoot down the other player pilot using all possible combat flying acrobatic maneuvers including loops, rolls, etc. Includes single player flying mode and unique Coop mode which allows two players to fly together against the Red Chinese Mig 15's! With **MIG ALLEY ACE** it is easy to prove who is the best fighter pilot on your block!!



GREAT REVIEWS!

ANALOG

"MIG ALLEY ACE is a must for any ... game fanatic!"
Lee Papas, Editor

INFO WORLD

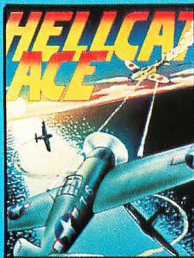
"MicroProse Software ... did it all with MIG ALLEY ACE ... the GRAPHICS ARE AMAZING!!!" Scott Mace

FAMILY COMPUTING

"★★★★" —Excellent

- Head-to-Head Aerial Combat
- Available for Atari and C-64
- Joystick and keyboard controlled
- Suggested retail price — \$34.95

ALL TIME FAVORITES!

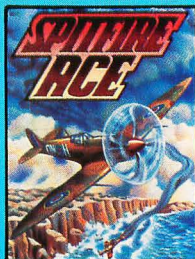


HELLCAT ACE SPITFIRE ACE

Design and Atari Version by Sid Meier
C-64—Ron Verovsky, Dale Gray
IBM PC/PC Jr.—Don Awalt

AERIAL COMBAT IN WORLD WAR II!!!

Fly loops, Immelmans, & all the real air to air combat maneuvers using outstanding, out the cockpit 3-D graphics! **HELLCAT ACE** (Pacific) or **SPITFIRE ACE** (Europe) provide 14 different scenarios & fast paced action that puts you right on the edge of the real personal danger of being shot out of the sky!! 1-4 players.



- World War II Aerial Dogfighting
- Available for C-64, Atari and IBM
- Joystick and keyboard controlled (IBM may be keyboard only)

- Suggested retail price — \$29.95 (IBM — \$34.95)

ALL TIME FAVORITE!!

NATO COMMANDER

Apple—Jim Synoski Atari—Sid Meier C-64—Al Duffy

HEART POUNDING, ACCELERATED REAL-TIME DEFENSE OF EUROPE AGAINST SOVIET INVASION!!

Pin on the four stars of a Nato General and defend Europe in a heart pounding, accelerated Real-Time war simulation! React to the combat radio, teletype, and news service messages from the battle front, and use your full continent scrolling battle map to deploy, maneuver, and command the battle units, including infantry, armor, helicopters, air forces, and tactical nuclear weapons in real time to stop the ever advancing Warsaw Pact battle units! Nato Commander is great fun and challenge for wargamers and arcaders alike!



GREAT REVIEWS!

THE WARGAMER

"In summation, NATO COMMANDER is a unique, fast challenging and never boring strategy game.

Mark G. McLaughlin & Kevin Nealon

RUN

"NATO COMMANDER is one of a new breed of games that combines the challenge of a thinker's strategy game with the excitement of an arcade game."

Jerome Beck, Glendora, CA

COMPUTER GAMING WORLD

"NATO COMMANDER combines the map, scrolling and unit symbols of EASTERN FRONT with the realistic game system of Combat Leader to obtain superb strategic simulation."

Mark Bausman

- Strategic Simulation
- Real time defense of Europe in the near future
- Available for C-64, Atari & Apple II Family
- Joystick & keyboard controlled
- Suggested retail price — \$34.95

PLUS
ANOTHER
CHALLENGING
SIMULATION
TO BE
INTRODUCED
SOON!!!

TOP SECRET

Introducing

THE COMMAND SERIES

THE "NEXT GENERATION" OF STRATEGIC SIMULATIONS

The Command Series is the next generation in strategic simulations. Command Series products provide challenge and excitement in historic, accurate and easy-to-play strategic simulations. Best of all, you will be in the thick of the action in minutes, even if you have never played a strategic simulation before! Are you a Great Strategist like Eisenhower, Patton, or Montgomery?? Could YOU have done better?? Now you can find out by stepping into the thrill and excitement of some of history's greatest events! *CRUSADE IN EUROPE*, *DECISION IN THE DESERT* and *CONFLICT IN VIETNAM* from MicroProse take you there!

NEW PRODUCT!

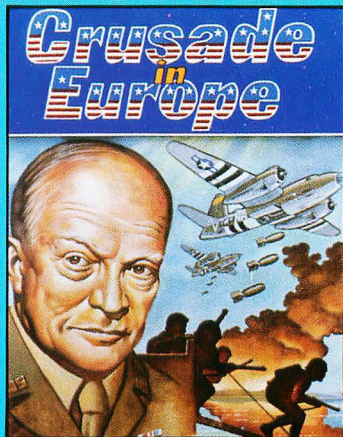
CRUSADE IN EUROPE

Design by Sid Meier and Ed Bever
IBM PC/PC Jr.—Don Awalt

Apple—Jim Synoski
Atari, C-64—Sid Meier

YOU ARE IN COMMAND — D-DAY TO THE BATTLE OF THE BULGE!!

Lead your armies into the thrill and excitement of one of history's greatest events . . . The D-Day Invasion, Liberation of Paris, Battle of the Bulge! Select from scenarios that range from short battles of the mammoth campaign game. Like a real general, you must master an ever changing situation as your units maneuver and fight. Numerous "what if" variants allow you to select alternative strategies proposed during and after the actual campaign. A new, quick and easy-to-use command system lets you enter commands via a joystick or the keyboard. Go head-to-head against opposing generals or pit yourself against the computer. Accept the challenge — You're in Command!



- Strategic Simulation in the Command Series
- Double Hi Res Available for Apple II Family w/128K
- Available for C-64, Atari, IBM PC/PC Jr. and Apple II Family
- Joystick and keyboard controlled
- Suggested retail price — \$39.95

JUST RELEASED!!

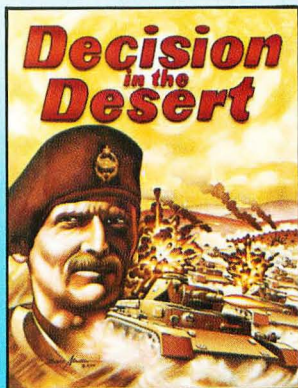
DECISION IN THE DESERT

Design by Sid Meier and Ed Bever
IBM PC/PC Jr.—Don Awalt

Apple—Jim Synoski
Atari, C-64—Sid Meier

YOU ARE IN COMMAND — NORTH AFRICA 1940-42!

You're in charge! Fire up your computer and take your place among history's great commanders!! Choose from a variety of historical and "what if" scenarios. Recreate the tense battle between Rommel and Montgomery, the turning point of a fast moving desert war. *DECISION IN THE DESERT* is extensively researched. Each scenario includes players notes, strategy hints and in depth historical background. Best of all, you'll be in the thick of the action in minutes, even if you've never played a strategic simulation before! Prepare to meet the challenge—the *DECISION* is up to you!!!



- Strategic Simulation in the Command Series
- Double Hi Res Available for Apple II Family with 128K
- Available for C-64, Atari, IBM PC/PC Jr. and Apple II Family
- Joystick and keyboard controlled
- Suggested retail price — \$39.95

JUST RELEASED!!

CONFLICT IN VIETNAM

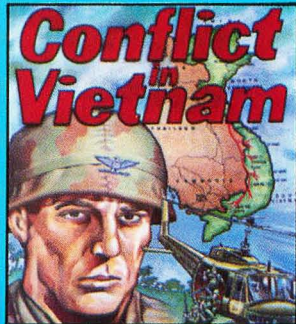
Design by Sid Meier and Ed Bever
IBM PC/PC Jr.—Don Awalt

Apple—Jim Synoski
Atari, C-64—Sid Meier

YOU ARE IN COMMAND—DIEN BIEN PHU TO THE FALL OF SAIGON

CONFLICT IN VIETNAM is an exciting, fast paced simulation that allows you to experience all the dangers, victories and defeats of the more than 20 years of struggle for the command of Southeast Asia. *CONFLICT IN VIETNAM*, based on extensive research, challenges your battlefield leadership with strategic and tactical decision making, continuous action and non-stop excitement in five different battle scenarios. And best of all, you will be in the thick of battle in minutes even if you've never played a strategic simulation before.

- Strategic Simulations in the Command Series
- Double Hi Res Available for Apple II Family with 128K
- Available for C-64, Atari, IBM PC/PC Jr. & Apple II Family
- Joystick and keyboard controlled
- Suggested retail price — \$39.95



An Invitation to Authors

MICROPROSE wants new programmers and fresh ideas. If you are a software author with a completed product, or if you have a project you would like MICROPROSE to consider for publication, we want to see it.

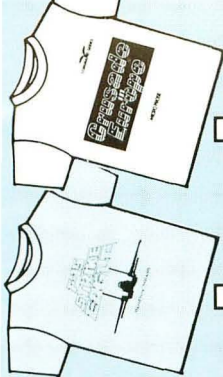
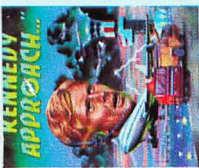
Our company is a leader in the home entertainment market, with an extensive marketing and distribution presence. Quality products are always welcome at MICROPROSE.

If you are a software expert in assembly language programming in 6502, 8088, or 68,000 based micros, we would like to talk to you. MICROPROSE is always interested in adding quality personnel, both full-time and on a contract basis. We offer good salaries and a great place to work. Please contact us.

R.S.V.P.

To Our Customers . . .

Do you have suggestions to improve the MICROPROSE product line? Do you have ideas for new MICROPROSE games? Write and tell us! We here at MICROPROSE want your input. It's the best way you have to insure we program the products you want to play!



These colorful posters are 17"x22" and make excellent gifts for decorating a game player's room. The posters are \$3.95. Please add \$1.50 for postage and handling (\$4.00 International). These great MicroProse T-shirts are available for only \$5.95 ea., plus \$1.50 shipping and handling. Shipping is free if T-shirt is ordered with software.

T-SHIRTS!!

Title	Atari XL/XE 48K Disk	Atari ST	C-64/128 Disk	Amiga	Apple II Family Disk	Macintosh	IBM PC/PC Jr.
F-15 Strike Eagle	(34.95)		(34.95)		(34.95) 64K	1/86 (39.95)	(34.95)
Solo Flight (New Version)	(34.95)		(34.95)		(34.95) 64K	(39.95)	(34.95)
Gunship	12/85 (34.95)	1/86 (39.95)	11/85 (34.95)	COMING FOR SPRING	2/86 (34.95) 64K	2/86 (39.95)	2/86 (34.95)
Silent Service	(34.95)		(34.95)		11/85 (34.95) 64K	1/86 (39.95)	12/85 (34.95)
Kennedy Approach	12/85 (34.95)		(34.95)		11/85 (34.95) 64K	1/86 (39.95)	12/85 (34.95)
AcroJet	(34.95)		(34.95)				
Mig Alley Ace	(29.95)		(29.95)	1986			(34.95)
Hellicat Ace	(29.95)		(29.95)				(34.95)
Spitfire Ace	(34.95)		(34.95)				
Nato Commander	(39.95)		(39.95)		(34.95) 64K		
Crusade in Europe	(39.95)		(39.95)		(39.95) 64/128K		(39.95)
Decision in the Desert	(39.95)		(39.95)		(39.95) 64/128K		(39.95)
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